

OUR CHESS COLUMN.

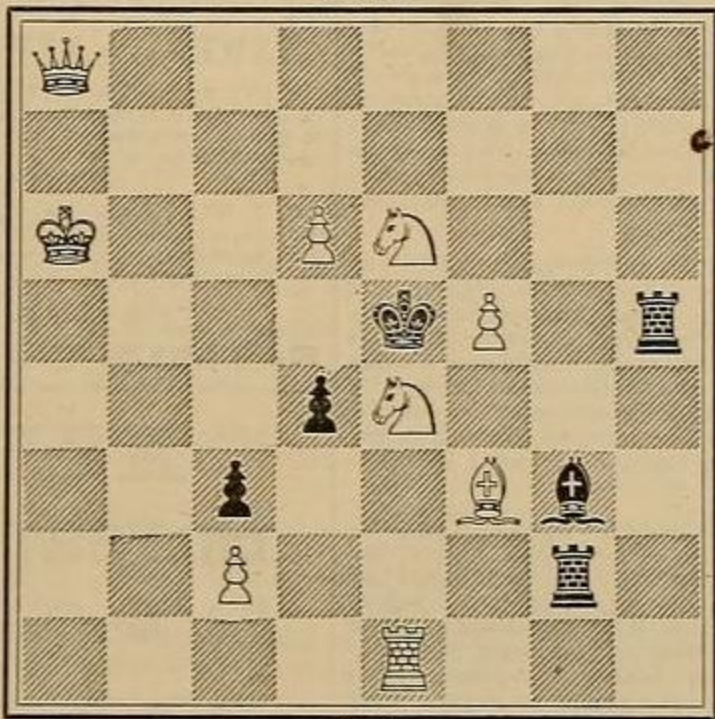
Problems and Other Topics of Interest in the King of Games

[All communications for this department should be addressed to "Chess Editor Argonaut, No. 213 Dupont Street, San Francisco, Cal."]

In answer to several correspondents concerning last week's problem, it may be stated that, owing to a typographical error, the queen at rook's second square should have been white instead of black. In this connection, we would say: The *Argonaut* apologizes to its readers for the errors which have occurred in this department, and begs to assure them that in future such errors will be avoided.

Problem by Mr. G. B. Laws, London.

BLACK.



WHITE.

White to play and mate in two moves.

The following game was played the early part of the week at the chess room of the Mechanics' Institute. A golden eagle was the prize, and after a hard struggle of nearly three hours' duration Mr. Van Vliet succeeded in obtaining a draw by perpetual check. Mr. Redding not being in good form, his play lacked the brilliancy which characterized his matches with Messrs. Ware of Boston and White of Cleveland, some years since, both of which he won in fine style with something to spare. Mr. Redding conceded the odds of pawn and move to Mr. Van Vliet:

Remove Black King's Bishop's Pawn.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Mr. Van Vliet,	Mr. Redding.	20—P QKt4	20—Kt KR sq
1—P K4	1—QKt QB3	21—K Kt2	21—Kt Kt3
2—P Q4	2—P Q4	22—Kt Kt3sq	22—KB Kt4
3—P K5	3—QB KB4	23—Kt KB3	23—KB K2
4—KB QKt5	4—P K3	24—P KR3	24—P KR5
5—P QB3	5—P QR3	25—Kt x RP	25—B x Kt
6—B x Kt	6—P x B	26—P x B	26—Kt x P ch
7—Kt K2	7—Kt K2	27—K R2	27—P QB4
8—QKt Q2	8—Kt Kt3	28—Q KB2	28—P x QP
9—Castles KR	9—KB K2	29—BP x P	29—Q Q6
10—Kt Kt3	10—Castles KR	30—QR K sq	30—KR KR4
11—QKt QKt3	11—P QR4	31—Q K2	31—Q KB4
12—QB K3	12—P QR5	32—KR Kt3sq	32—K KB2
13—QKt QB sq	13—KB KR5	33—Q Kt4	33—QR KR sq
14—QKt K2	14—Q QKt sq	34—QR KB sq	34—Q K5
15—Q Q2	15—Q QKt4	35—Q x KP ch	35—K K sq
16—Kt x QB	16—R x Kt	36—Q x QBP	36—Kt KB4
17—P Kt3	17—KB K2	37—Q QB8 ch	37—K KB2
18—QR QKt sq	18—QR KB sq	38—Q Q7 ch	38—K B sq
19—P KB4	19—P KR4		

And after a few more moves the game was abandoned as drawn.

The recent match between Messrs. Redding and Jefferson has given rise to considerable discussion as to the relative strength of the contestants, and the discussion has not always been conducted with that suavity and good breeding which should have characterized it. Notwithstanding the disparaging opinions so freely expressed of Mr. Redding's ability, the match has closed with Mr. Jefferson not having won a single game—the two draws which he secured making the score stand three to one in Mr. Redding's favor. The first intention was to have the match comprise seven games, but, owing either to inability or disinclination upon Mr. Jefferson's part to meet at the appointed time and place for play, after a lapse of three weeks (the agreement stipulating for at least one game each week), Mr. Redding claims the match both by virtue of the score and by default.

Answers to Correspondents.

Wm. O. Dickson, San José.—Have not heard from you since the 8th. Will have to ask you to try Campbell's four-mover once more; also, the last three-mover.

D. Crane, Brownsville.—When you solve a problem send us the solution. Will comply with your request.

E. A. Kusel, Oroville.—Your solution of "Look again" has a leak in it. *Nil desperandum!*

George Slusher, Blue Cañon.—You can procure a text-book or handbook which will give you all the desired information; price, \$2.50 and \$3.50.